



C - TOURNAMENT SYSTEMS

C/26

COUPE D'EUROPE 5 PINS CLUB TEAMS

PREAMBLE

This event consists of one tournament to be played each sports season.

The tournament will last from Thursday to Sunday; 4 billiard tables are required.

Art. 1. PARTICIPANTS

16 registered Club teams.

Art. 2. INSCRIPTION and PARTICIPATION of the TEAMS

Registrations by National Federation through CEB website.

Inscriptions will be considered according to the following priorities:

1. Team Title Holder.
2. Team first registered by the organizer federation.
3. Teams first registered by each other federation.
4. Team registered as second by the federation of the title holder.
5. Team registered as second by the organizing federation.
6. Team registered as second by the other federations following the current CEB Ranking 5-Pins National Teams. Federations not present in this ranking will be considered as last.
7. Team registered as third from federations following the priorities of points 4,5 and 6.
8. More teams from the organizer federation if needed to complete the list of 16 teams.

The team can be made up by athletes of different nationalities and the following conditions must apply:

1. The list of the athletes belonging to the team must be provided to CEB at the time of the inscription of the team into CEB portal.
2. All athletes must be officially members of the club (regardless of their nationality or another membership in a different club of the same or another federation). The national federation of the club is responsible to ensuring this condition is met when registering the club
3. For foreign athletes the registration of a "Permission to play" is mandatory. Following the request of athletes, the National federations may register this permission on CEB website latest on or before August 31st for the following season.

Art. 3. GENERAL RULES OF THE GAME

Each team consists of 4 athletes plus an unlimited number of reserves. It's an obligation to register a minimum of 2 reserves and it is strongly recommended to come to the competition with one reserve ready to play.

See Basic Concepts art.5 for reserve players registration rules.

The reserves can be used in every match, with no limits in terms of numbers. The substitution must be done and communicated to the tournament director before the start of the match.

The team coach will provide in writing, prior to each match, the composition of his team to the tournament director as follows, including the reserves that can, in case, be used:

- Athlete I1 - match individual
- Athlete I2 - match individual
- Athletes D1+D2 - match double
- Athletes R1+R2+R3+R4 - match relay

Art. 4. PLAYING SYSTEM IN THE GROUPS

- One match „Individual“ (Athlete I1) on 100 Points – Winner 1 set point
- One match „Individual“ (Athlete I2) on 100 Points – Winner 1 set point
- One match „Double“ (Athletes D1+D2) on 100 Points – Winner 1 set point
- One match „Relay“ (Athletes R1+R2+R3+R4) on 160 Points – Winner 2 set points
(each athlete 40 points)

All 4 matches must be played.

In case of no mutual agreement between athletes, flip coin will determine who will start testing the table before the

match, both in singles, then in doubles, then in the relay.

Relay must be played in the same table where double has been played and the athletes who play the relay that have not played in the double have 5 minutes each to test the table

Art. 5. GAMES OF THE GROUPS

The 16 teams are positioned in 4 groups of 4 teams each. The constitution of the groups will be as follows:

1. First the first teams from the Federations classified from 1 to 4 in the European Ranking National Teams are positioned as follow:
 - Team 1 in group A
 - Team 2 in group B
 - Team 3 in group C
 - Team 4 in group D
2. The remaining 12 teams will be placed in the groups by drawing remembering that teams of the same nationality cannot be in the same group, unless rule 2.3.5 needs to be applied. In this case, if two teams of the same nation are in the same group, they will play in the first match.
3. If a team withdraws after the composition of the groups, the new team will take over the place of the team which has withdrawn.
4. The first 2 classified teams of each group are qualified for the final round (8 teams total).

Art. 6. PROCEDURE TO ASSIGN THE POINTS

		Team A		Team B	
Team A vs. Team B	5 – 0	3	Match Points	0	
		5	Set Points	0	
Team A vs. Team B	4 – 1	3	Match Points	0	
		4	Set Points	1	
Team A vs. Team B	3 – 2	3	Match Points	0	
		3	Set Points	2	
Team A vs. Team B	2 – 3	0	Match Points	3	
		2	Set Points	3	
Team A vs. Team B	1 – 4	0	Match Points	3	
		1	Set Points	4	
Team A vs. Team B	0 – 5	0	Match Points	3	
		0	Set Points	5	

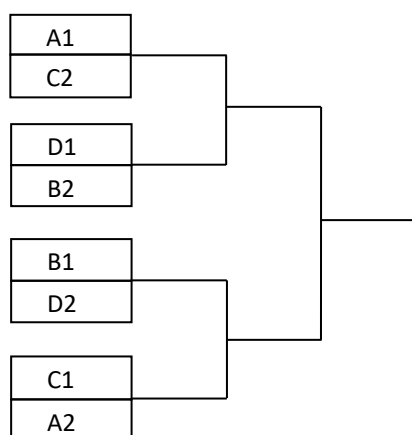
Art. 7. PROCEDURE TO CLASSIFY THE TEAMS

- 1- Match points
- 2- Set points
- 3- In case of equality of set points between 2 teams the direct match will decide the respective positions.
- 4- In case of equality of set points between 3 teams the direct match between the two teams with the highest average will decide the first and the second positions, the team with the lowest average will be third. If there is also equality in the averages of 2 teams the direct match will decide; if 3 teams have the same average penalties will be played as follow:

The 4 relay athletes will take a penalty shot each (white ball free and yellow ball in the starting position without red ball). The team that obtains the most valid points will be the winner. In case after 4 penalty shots the sum of the total points is the same, the penalty shots will be played over and over (one at a time) until one team prevails over the other.

Art. 8. FINAL ROUND (8 TEAMS)

Will be played by the first TWO teams of each group according to the KO system in the following matches:



where A1 is the team 1st classified of group A; D2 is the 2nd classified of group D; etc.

There will be 2 third places.

Art. 9. PLAYING SYSTEM OF THE FINAL ROUND

- One match „Individual“ (Athlete I1) on 120 Points – Winner 1 set point
- One match „Individual“ (Athlete I2) on 120 Points – Winner 1 set point
- One match „Double“ (Athletes D1+D2) on 120 Points – Winner 1 set point
- One match „Relay“ (Athletes R2+R2+R3+R4) on 200 Points – Winner 2 set points
(each athlete 50 points)

If after 3 matches, the result is 3 - 0, the Relay will not be played.

If the result is 2 – 1, the Relay must be played to determine a winner.

Art. 10. PRIZE MONEY

Will not be compensated.

Art. 11. TRAVEL EXPENSES & DAILY REIMBURSEMENTS

Will not be compensated.

Art. 12. OTHER REGULATIONS

Regulations which are not specifically defined in these rules will come into force following the other rules and statutes of the CEB. In case of doubt the committee or the delegate of the CEB is deciding.

Art. 13. COMING INTO FORCE

These rules will come into force at the beginning of the sporting season **2026-2027**. It annuls all previous and contrary regulations.

APPENDIX 1

Rules for the match „Double“ (art. 4005 of B/7 5-Pins Rules of the Game)

1. Each team is free to designate which player will play the cushion draw. The same player must also start the match. No change within the team is allowed between cushion draw and first stroke of the match
2. During the match the active player of a team is replaced by his teammate in the following cases:
 - a. The opponent realizes valid points

- b. The active player loses points (two or more points of pins and / or red ball).
 - c. The active player gives a “free ball” to the opponent (2 penalty points)
- 3. The change of player who has made the foul does not imply a change in the opposing pair
- 4. Given that the player starting the game is not allowed to score points, he will not be replaced by his teammate if the opponent scores valid points in his first shot. He will however be replaced if he commits a foul or if he scores points (credited to the opponent)
- 5. The teammate can give advice to the active player for the shot. He cannot, however, replace him at the table with or without the cue stick to help find the best shot option. The advice must be strictly theoretical
- 6. As soon as the active player positioned himself to deliver the shot, the partner can no longer intervene
- 7. If a team fails to comply with the points 5 and 6 above, the referee gives them a warning. In case the team keeps acting in this faulty manner, the referee can ask the tournament director who can decide to disqualify the team
- 8. Playing with the wrong ball or with the wrong player is a foul. The opponent team will be credited with 2 penalty points plus all the points scored and will benefit from a “free ball” shot. THE PLAYER WHO WAS SUPPOSED TO PLAY THE SHOT MUST PLAY THE SHOT AFTER THE OPPONENTS HAVE PLAYED THE FREE BALL SHOT. So, as an example, if Team A player 1 shoots instead of Team A player 2 it's a foul; Team B play their shot with the free ball and then it's still player A-2 to shot. The foul in that case does not change the player of the team.
- 9. The players cannot ask the referee which one of them has to play the next shot

APPENDIX 2

MANDATORY timetable to be used from quarterfinals onwards, will be as follows, to have always all teams playing at the same time, first the singles, then the doubles, then the relay (if has to be played), as shown in the diagram below:

QF 1 – Single 1	QF 2 – Single 1	QF 3 – Single 1	QF 4 – Single 1
QF 1 – Single 2	QF 2 – Single 2	QF 3 – Single 2	QF 4 – Single 2
QF 1 – Double	QF 2 – Double	QF 3 – Double	QF 4 – Double
QF 1 – Relay	QF 2 – Relay	QF 3 – Relay	QF 4 – Relay

In the group games is strictly recommended to play on 4 tables 4 different matches, so this rule has to apply always where possible, and exceptions can be done from Tournament Director after the ok of the CEB delegate.

Please note that even if quarterfinals and semifinals must be played at the same time, broadcasting needs where provided from CEB or Organizer may change this schedule.